

Resilience - Combining Sci-Art and card games for more effective public engagement.

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Engaging the public with research and environmental issues can be challenging due to the complexity of the topics and pre-existing misconceptions. Independently, interdisciplinary approaches such as sci-art and games have shown some promise for engaging people with complex and unfamiliar issues. This raises the question: Can the two be paired together for the better?

This project aims to see if sci-art and card games can be used together as a more effective and enjoyable way to engage people with environmental issues, as well as inspiring interest in science more generally. It also seeks to find out if art can influence the retention of information when paired up with the card game format.



Full Art

Line Art

No Art (Text Only)

Fig. 1

Look out for the limited edition Resilience cards being given out at various geoscience events!



Methodology

To test the games effectiveness and if the art contributes to both the uptake of game and aids in memory recall, three versions of the game were created (fig. 1). To take data, playtests of the game were held in various locations (such as university campuses, schools, game cafes and at outreach events) with varying demographics.

During each playtest, participants were paired up and then given one version of the game to play competitively against one another. Each participant would complete a detailed questionnaire before and after a game in order to record any improvement.

Playtests were held remotely (so institutes could hold the playtests in other countries and report back), at events facilitated by University of Hull staff and controlled tests were also held on campus so testing conditions could be better controlled + extra data could be taken (such as video footage to see how participants played and getting students to do a follow-up questionnaire a month later to see if they had retained the data.



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What's Next?



Above: A group playtest held at the University of Manchester CHSTM Group in 2020.



After the research results have been finalised, we will publish the findings and then move onto developing an expanded retail version of the game + expansion packs which will extend playability and allow players to create custom decks similar to mainstream trading card games.



Find out more!

